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providing on the table top a payline display having a plurality of display segments bearing a predetermined number of indicia;

providing a first spin/stop button;

enabling the first spin/stop button for a first time;

depressing the enabled first spin/stop button to cause at least some of the plurality of display segments to spin, wherein one or more, but not all, of the plurality of display segments stop spinning after the enabled first spin/stop button is depressed for the first time;

enabling the first spin/stop button for a second time; and

depressing the enabled first spin/stop button for the second time to cause at least some of the other display segments to stop spinning.

14. The method of claim 13, including the step of providing additional spin/stop buttons at different stations on the table top and, enabling different spin/stop buttons during different rounds of play.

15. A method of playing a casino game comprising the steps of:

providing a game apparatus having a payline display and a plurality of display segments bearing a predetermined number of indicia;

providing a spin/stop button;

enabling the spin/stop button for a first time;

depressing the enabled spin/stop button to cause at least some of the plurality of display segments to spin, wherein one or more, but not all, of the plurality of display segments stops spinning after the enabled spin/stop button is depressed for the first time;